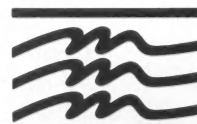


# TRAILBLAZER



MINDSCAPE

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# **TRAILBLAZER**

## **Quick Reference Card**

### **The Game**

The object of the game is to guide the ball down each of the 21 different courses as quickly as possible. Each course is different and holds different challenges, obstacles, and pitfalls.

There are five different player options presented across the bottom of the screen. To select the one you want, use the joystick to move the highlight to the desired option and press the fire button. Courses are chosen by highlighting one of the three letters at the far right side of the screen and moving the joystick forward or backward to scroll through the available choices.

### **ONE-PLAYER ARCADE**

You are limited to seven jumps per course. Each course has a time limit for completion (remaining time carries over to the next course). Try to complete as many of the 21 courses as possible to achieve a high score. You control your racer with the joystick in port 1, and your view is shown in the top half of the screen.

### **TWO-PLAYER ARCADE**

The same rules as in the one-player arcade game, but two players race against each other. Racer number 1 is shown in the top half of the screen, racer number 2 on the bottom. The second player controls the race with a joystick in port 2 or with the keyboard.

### **ONE-PLAYER TRIAL**

Practice any one course with a 99-second time limit. The course to be run is indicated by the first of the three letters in the lower right of the screen. Use the joystick to change courses.

### **TWO-PLAYER MATCH**

Pick three courses and race against another player. There is a 99-second time limit on each player.

## **PLAYER vs ROBOT**

The same as a two-player match, but you compete against a robot player controlled by the computer.

## **Scoring**

You receive 10 points for each square traversed ( 100 points per square while in warp speed), and a bonus for time remaining at completion of each course. You are awarded a bonus game every three levels.

## **Bonus Game**

The computer will move the ball a number of squares and you must repeat the pattern exactly to win bonus points. Pick a square to move to and then press the fire button.

## **Commodore 64/128**

You Need:

- Your Commodore 64™ or 128™ computer
- A disk drive
- A color monitor or TV set
- Joystick (optional)

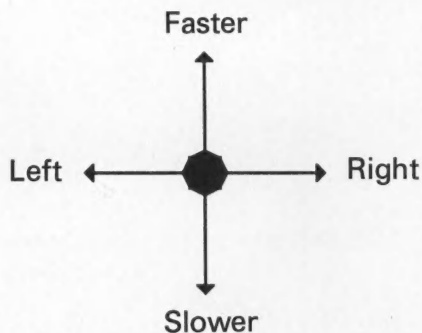
To load and run **Trailblazer**, follow these steps:

- 1) If you will be using a joystick, plug it into Port 1 on the side of your computer.
- 2) Turn on your computer, monitor, and disk drive.
- 3) Insert the **Trailblazer** disk (Commodore side up) into the disk drive and close the drive latch.
- 4) Type:  
**LOAD "",8,1**  
and press **RETURN**

The program will load and run.

## Controls

Joystick:



Fire button to **Jump**.

Keyboard:

<b>CTL</b>	— <b>Left</b>
<b>2</b>	— <b>Right</b>
<b>1</b>	— <b>Faster</b>
<b>-</b>	— <b>Slower</b>
<b>Space Bar</b>	— <b>Jump</b>

## Square Colors

Blue	— Bounces you
Purple	— Stops you short
Cyan	— Reverses your controls
Green	— Speeds you up
Red	— Slows you down
White	— Turns on warp speed in arcade play. Thinks it's a blue square otherwise.
Black Holes	— Swallow you up and spit you back out

## Atari® 800, 800XL, and 130XE

You Need:

- Your computer
- A disk drive
- A color monitor or TV set
- Joystick (optional)

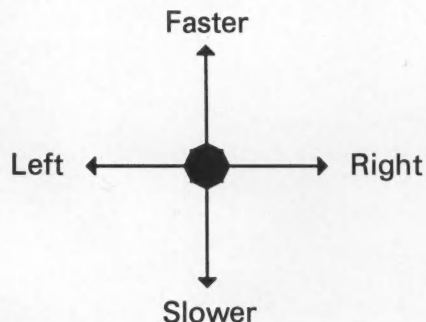
To load and run **Trailblazer**, follow these steps:

- 1) If you will be using a joystick, plug it into Port 1.
- 2) Turn on your monitor.
- 3) Insert the **Trailblazer** disk (Side 2 up) into the disk drive and close the drive latch. Turn on the disk drive.
- 4) Hold down the **Option** key while you turn on the computer.

The program will load and run.

## Controls

Joystick:



Fire button to **Jump**.

Keyboard:

<b>Z</b>	— <b>Left</b>
<b>X</b>	— <b>Right</b>
<b>K</b>	— <b>Faster</b>
<b>M</b>	— <b>Slower</b>
<b>Space Bar</b>	— <b>Jump</b>

## Square Colors

Yellow	— Bounces you
Purple	— Reverses your controls
Green	— Speeds you up
Red	— Slows you down
Flashing	— Turns on warp speed in arcade play. Thinks it's a blue square otherwise.
Black Holes	— Swallow you up and spit you back out



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